

Enabling Client-Side Crash-Resistance to Overcome Diversification and Information Hiding

Robert Gawlik, Benjamin Kollenda, Philipp Koppe, Behrad Garmany, Thorsten Holz

Ruhr University Bochum Horst Görtz Institute for IT-Security Bochum, Germany



```
char^* addr = 0;
void crash(){
  addr++;
  printf("reading %x", addr);
  char content = *(addr);
  printf("read done");
int main(){
  MSG msg;
  SetTimer(0, 0, 1, crash);
  while(1){
     GetMessage(&msg, NULL, 0, 0);
     DispatchMessage(&msg);
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  SetTimer(0, 0, 1, crash);
  wniie(1){
     GetMessage(&msg, NULL, 0, 0);
     DispatchMessage(&msg);
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Set timer callback crash()

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- Set timer callback crash()
- Dispatch crash() each ms

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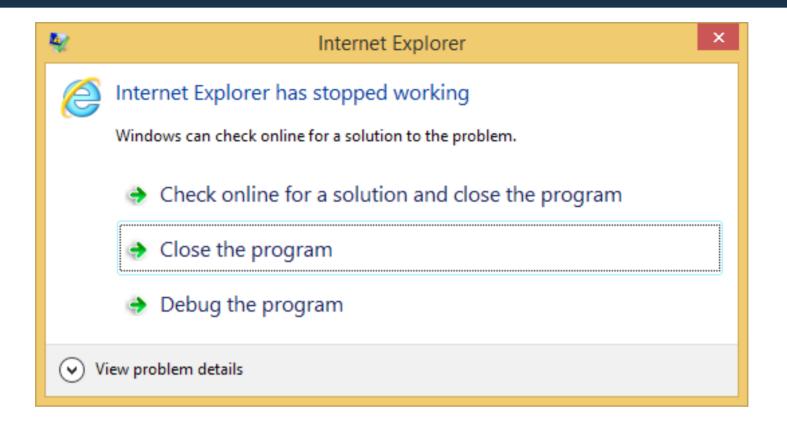
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- Dispatch crash() each ms
- crash() generates a fault on first execution

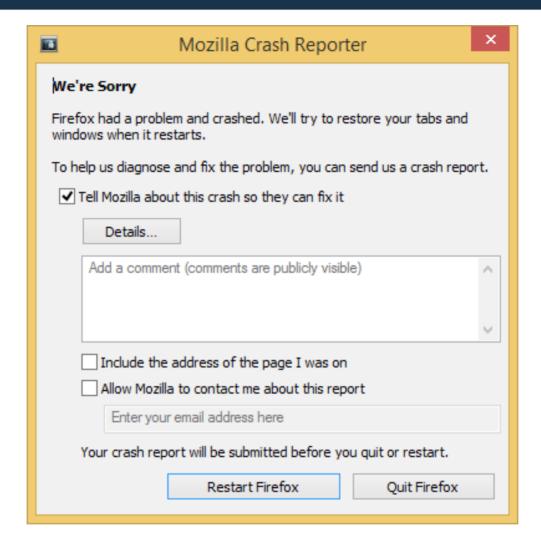
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Instead:

Program runs endlessly

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```
reading 0000FFFE
reading 0000FFFF
reading 00010000
read done
reading 00010001
read done
```

```
Behind the Scenes
char* addr = 0;
                                 DispatchMessage:
void crash(){
  addr++;
  printf("reading %x", addr);
                                      crash()
  char content = *(addr);
  printf("read done");
                                      except(expr)
int main(){
  MSG msg;
  SetTimer(0, 0, 1, crash);
  while(1){
    GetMessage(&msg. NULL
                                    return
    DispatchMessage(&msg);
```

```
Behind the Scenes
char* addr = 0;
                                 DispatchMessage:
void crash(){
                                      try
  addr++;
  printf("reading %x", addr);
                                      crash()
  char content = *(addr);
                                                   Access violation
  printf("read done");
                                      except(expr)
int main(){
  MSG msg;
  SetTimer(0, 0, 1, crash);
  while(1){
    GetMessage(&msg. NULL
                                   return
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Behind the Scenes
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int main(){
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                                      except(expr)
                                                      expr returns 1
int main(){
                                        execute handler
  MSG msg;
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  while(1){
    GetMessage(&msg. NULL
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  char content = *(addr);
                                                   Access violation
  printf("read done");
                                      except(expr)
                                                      expr returns 1
int main(){
                                        execute handler
  MSG msg;
  SetTimer(0, 0, 1, crash);
                                              continue execution
  while(1){
    GetMessage(&msg. NULL
                                   return
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If a fault is generated, execution is transferred to the end of the loop

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void crash(){
  addr++;
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                                         If a fault is generated,
  char content = *(addr);
                                               execution is
  printf("read done");
                                         transferred to the end
                                                of the loop
int main(){
  MSG msg;
  SetTimer(0, 0, 1, crash);
                                          Program continues
  while(1){
                                            running despite
    GetMessage(&msg, NULL, 0, 0);
                                           producing faults
    DispatchMessage(&msg);
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char* addr = 0;
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                                               of the loop
int main(){
                                          reading 0000F
  MSG msg;
                                          reading 0000FFFF
  SetTimer(0, 0, 1, crash);
                                          reading 0001<u>000</u>0
  while(1){
                                          read done
    GetMessage(&msg, NULL, 0, 0);
                                          reading 00010001
    DispatchMessage(&msg);
                                          read done
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Server applications respawn upon abnormal termination



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- Crash-resistant code prevents abnormal termination of browsers
- It is possible to access memory more than once with wrong permissions
- → Client-Side Crash-Resistance is usable as an attack primitive



Attacks with Client-Side Crash-Resistance



Vulnerability needed to read/write address space



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Memory Oracles with JavaScript

Vulnerability needed to read/write address space

(1) Use crash-resistance primitive to try reading attackerset address



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- (1) Use crash-resistance primitive to try reading attackerset address
- (2) Recognize if read succeeds or fails

- → If address is readable, content is returned into JavaScript variable
- → On a fault, reset address and try reading again

Memory Oracle in Internet Explorer (32-bit)

- setInterval() in web worker is crash-resistant
- callback function set with setInterval() queries memory
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Memory Oracles with JavaScript

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Memory Oracle in Mozilla Firefox (64-bit)

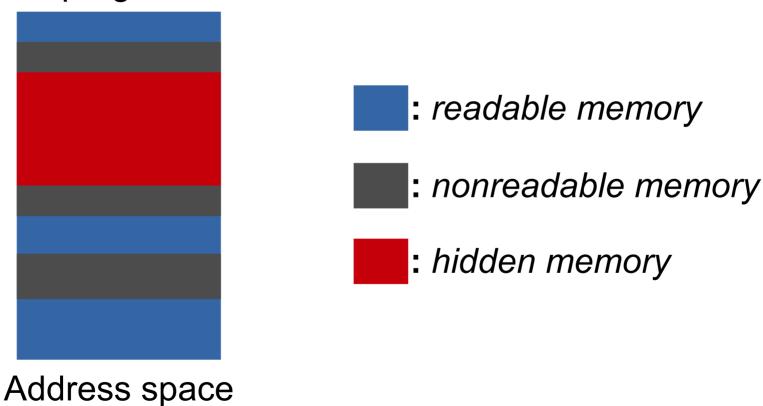
- asm.js uses exception handling for certain memory accesses
- Modification of metadata allows crash-resistant memory queries
- ≈ 700 probes/s (Windows)
- \approx 18,000 probes/s (Linux)



Unveiling reference-less hidden memory regions

- memory region is randomized by ASLR
- no references exist to memory region

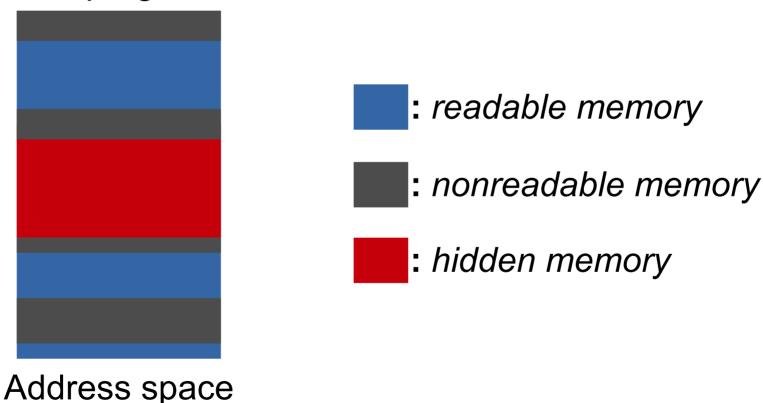
First program run



Unveiling reference-less hidden memory regions

- memory region is randomized by ASLR
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Second program run





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Crash-Resistant Memory Scanning

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- Discover readable addresses
- Read memory and verify that discovered memory is structured in the same way as hidden region
 - Discovery of sensitive data helpful for adversary to mount subsequent attacks
 - TEB: ≈ 1min (Windows 32-bit)
 - Pointer protection metadata: < 1s (Linux 64-bit)



Overcome hidden code and code re-randomization

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To mount a control flow hijacking attack, perform whole function code reuse



Crash-Resistant Oriented Programming (CROP)

CROP

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- (1) Prepare attacker controlled memory with *parameters* and *exported system call*
- (2) Set *return address* for system call to *NULL* in controlled memory
- (3) Use control flow hijacking to dispatch system call on indirect call site *in crash-resistant* mode
- (4) Read return data of system call and proceed to step (1)

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- Correct exception handling can prevent Crash-Resistance
 - CVE 2015-6161 [4] (MS15-124 / MS15-125)
 - Bug 1135903 (Mozilla Firefox) [5]

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- Correct exception handling can prevent Crash-Resistance
 - CVE 2015-6161 [4] (MS15-124 / MS15-125)
 - Bug 1135903 (Mozilla Firefox) [5]
- Defenses that prevent memory corruption vulnerabilities, can prevent current crash-resistance primitives



References

- [1] Shacham et al. On the effectiveness of addressspace randomization. CCS 2004
- [2] Bittau et al. Hacking blind. Security & Privacy 2014
- [3] Evans et al. **Missing the Point(er)**. Security & Privacy 2015
- [4] https://www.cve.mitre.org/cgi-bin/cvename.cgi? name=CVE-2015-6161
- [5] https://bugzilla.mozilla.org/show_bug.cgi?id=1135903